1 ▶ BRIAN JACKS SUPERSTAR

© Martech

Introduction The object of this game is to challenge and try to beat Brian Jacks in a series of eight physically demanding events. These events have been chosen by Brian to test not only the competitor's strength and stamina, but also their skill and co-ordination.

The instructions have been kept to a minimum. Most of the strategy involved is for you to discover.

Playing Instructions (Joystick only) IMPORTANT: The Commodore 64 versions of swimming canoeing, running and cycling, incorporate "POWERSYNC" This means that the rate at which you move the joystick from side to side to build up power must be synchronised to the screen action. As in real life, speed of movement in these events must be built up gradually. Wild thrashing about at the beginning will achieve very little.

In the one player option you will first go through a qualifying round, to see if you are of a suitable standard, before you are accepted as a challenger. (You have to remember that Brian is a very busy man and can only find time to fight off serious contenders.)

In the two player option you will be playing against a friend, but once again, if you obtain a suitable score you will get the chance to compete against Brian. Should both of you be of the required standard the one with the higher score will go through as the challenger.

To select which option you require, push the joystick forward or backward and the cursor will move between the two options. Once you have decided on the game you want to play press the fire button.

1 Canoeing
Gradually increase the stroke rate by moving the joystick from side to side (powersync).
To correct drifting into lane markers hold the stroke slightly longer on one side.

2 The boar shoot
Move the sight across using the joystick. To fire the crossbow bolt, press the fire button.

3 The 100m sprint
You will need to be fast to qualify. Powersync at the start only.

4 Squat thrusts
You have 60 seconds in which to complete as many squat thrusts as you can. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not move back over the line.
Moving the joystick to one side moves you in that one direction only.

5 Swimming
Increase your stroke rate by moving the joystick from side to side (powersync).
Every so often, you must breathe. To achieve this, simply press the fire button at the right moment. Failure to breathe correctly, when your head is under water for example, will have an unfortunate effect on your swimming ability.

Jump turn Consists of two motions:
1 Lift off – basic jump.
2 Press fire button and at the same time lean the joystick towards the wall you are aiming for.

6 Arm dips
You have to do as many arm dips as you can in 60 seconds. To complete one dip, press the fire button to start moving down. Move the joystick from side to side to arrest this tail and then to push yourself back to the start position.
A dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten again.

7 Football
The object of this event is to dribble a ball around three cones and then to try and score a goal. You have three goes at this, but you only have two minutes in which to do it.
You move using the same method as running but you can also cross the field by moving the joystick up or down. When you have reached the goal, aim using the joystick and then press the fire button.
In a two player game the goalie is controlled by the other player.

8 Cycling
To change up a gear, push the joystick up and press the fire button. Do the opposite to change down. Powersync operates in EACH gear.

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2 ▶ ANCIPITAL

© Llamasoft

Start Screen
F3 – Game Difficulty
F1 – Stroboscopic Effects
Start – Fire Button

Controller Single joystick in the rear socket.

Control Movement
Walking is achieved by moving the joystick parallel to the surface you are standing on.
Every so often, you must breathe. To achieve this, simply press the fire button at the right moment. Failure to breathe correctly, when your head is under water for example, will have an unfortunate effect on your swimming ability.

Jump turn Consists of two motions:
1 Lift off – basic jump.
2 Press fire button and at the same time lean the joystick towards the wall you are aiming for.

Getting around in the rooms There are 3 types of walls – each shows on the wall strength indicator.

Impervious Walls Are shown by the absence of an arrow on the indicator. These may NEVER be opened or passed through.

Locked Walls Are indicated by a coloured camel. These stay closed till you find and collect a similarly coloured camel key. Once achieved the wall is opened.

Normal Walls Show as a coloured arrow damaging these by any means weakens and eventually opens them.

How to damage Walls This is what you must discover and is different for each room. You must shoot specific targets, which fall onto the walls and damage them. Most screens require simple zapping of targets, others require you to touch objects (usually highlighted) which fall and do the damage. You will discover the difference:
Camels and Goats Keys are present in certain rooms in the form of camels. You must get these before you leave the room.
There are 3 magic goats. Each one collected adds a letter; on completion of the word "goat". You are given power to damage walls by jumping on them.

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3 ▶ SEASIDE SPECIAL

© Taskset

The Problem They came in search of cool fresh water. The evil Polytikans needed a site, far from their home planet to process their deadly nuclear material. Within a year they had taken over the true government (deceptively appearing as the cabinet themselves) and had begun construction of their dark forbidding slaver: on the shores of a pleasant natural cove. Already pumping poison into the sea the plant continued without anyone noticing – except of course the inhabitants of Rothsay Beach.

The Hero A diminutive beach comber, Radium Rodney slumbles upon the dreadful truth. He realises that the only way to ston the insane Polytikans is to bombrod them with radioactive seaweed.

The Game So tonight you're going to sneak down to the shore – now renamed Rot away Beach – in an attempt to gather enough seaweed to cart back to Downing Street. Each new wave brings more of the hot brown weed ashore. Dodging the waves you pluck (at least 10) clumps before heading for the capital.

The Nasties The natural life at the waters edge has been mutated and our little mutated hankie hero will have to avoid all of them. The deadly jellyfish, crabs which like nothing better than to nip strangers on the toe and the bone-crunching clams, who are bored with the taste of jellyfish and heartily welcome a morsel of human flesh. Pools of livid green quicksand even disguise themselves after a high tide. Seagulls scream overhead while the whole area is patrolled by armed guards.

Body Bomb Press 'B' on the keyboard, you blow up, losing a life but at the same time you blast open a NORMAL wall, this is a last ditch measure.

Hints and Tips Keep on the move. Never approach open clams but use the rocks as a barrier between you and jellyfish. The longer you hold on to the seaweed the higher your dosimeter climbs. Paddling in the sea is not recommended – dosimeter goes berserk. Crabs won't kill you but there's no telling where you'll hop off to, if they nip your toes. Don't stay on the same level as the guards – they always shoot to kill. If you get into a tight corner, throw some of the seaweed you've gathered. The exit at the bottom right of Rot away Beach leads directly to Downing Street.

Here you have a chance to throw back some of their poison. Best throw technique is to hold the fire button down (this gets the clump into your hand) take aim with the joystick direction then release the fire button to fling the weed. Don't use joysticks with auto repeat firing – they use up your seaweed before you've aimed the first shot.

Setting Up
1 Use joystick port 2.
2 Use volume control on TV or monitor.
3 Press fire to PLAY.

---

4 ▶ JINN GENIE

© Micromega

Controls
X or <   Left
C or >   Right
P or W   Up
L or S   DOWN
SPACE   Cast spell/Move alternative character
A joystick can be used in Port 2 instead (Fire button equals SPACE).
F1 selects keyboard/joystick control.
F3 selects starting level (1 to 5).
F5 starts the game.
F7 pauses the game (SPACE or joystick movement restarts).

You start with 5 lives, and gain another for every 10,000 points.

At all stages of the game you control your own character unless you are pressing SPACE. In screen one this will move your Sphere of Oblivion. In screen two (the courtyard wall) this will throw a spell in the direction you are moving. The same applies in screen three (the passageways) except when you can see the Magic Jar, when continued pressure will move the Jar instead. To reach the Inner Sanctum you must move from the Jar and yourself to the hatch in the bottom level.

Timer Screen count down begins at 16, when it reaches zero open walls become active. At this stage you are not obliged to leave, you can stay to open other walls, scoring and collecting keys. If you leave a room, you cannot return to collect – it will be empty.

Mission Objective You have to visit and de-activate each of the 100 rooms. Attempt to score as much as possible enroute.

Help Press 'H' pauses the game and displays text which offers advice for the screen you are on. Press any other key to resume.

Finally Beware of RORY the savage guinea pig.

The Inner Sanctum requires a lot of planning, quick thinking and fast reactions. You must get to the gold key and then to the jailed Wise Man to free him. You then must get the Magic Jar and the Wise Man together for the Jar to be energised. Which of the Wise Man or Jar is moved by holding SPACE is determined by which of them you last touched with your character. You have no power to freeze the Ifreet, but the Wise Man can be used to hold him still for a short time. The Ifreet can freeze both spells, however, which will put the Wise Man back behind bars (you must get the key and free him again), deenergise the Magic Jar or cost you a life. You can avoid the spells yourself by quickly hiding in an alcove or standing on the stairs, but if the Ifreet passes by you that is no protection. If you get the energised Jar to the Ifreet he will be trapped by it, and you will have a short time to get there before he escapes again. If you get there on time the stopper is put in and you have succeeded. Then it is off to another city, where the guardians and the Ifreet are more rabid!

Inner Sanctum Tactics The Ifreet can rematerialise on a different floor at any time. It is wise to position yourself and the energised Jar near to each other, with yourself half way up a stairway, and the Jar by a stairway on a floor the Ifreet is not on (or he may attack it). As the Ifreet passes the stairway you can get the Jar to him before he has time to throw a spell at it, then rush to put the stopper in. On later cities it becomes particularly useful to position the Wise Man in ambush as well in order to hold the Ifreet (who is by now very trigger-happy) while you get the Jar and then yourself to the scene. If it goes well you will have succeeded. If not, then all hell will break loose!

WARNING: This programme does not stop automatically. Ensure tape is stopped as soon as Jinn Genie appears as loaded on your screen, before loading 'Special Operations'.

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5 ▶ SPECIAL OPERATIONS

© Lothlorien

A. Setting and Objective This exciting adventure wargame is set during the latter days of World War 2. The game utilizes a split screen and maps of various locations. Your position is shown in such a way that you are shown what you would be able to see if you were on the ground (except the command scenario which is an aerial photo).

Time plays an important role.

You also have a time limit you set yourself, this is a rendezvous time for your pick up plane.

Your team members have 2 specialist skills, the choice of team members is up to you. There are 30 to choose from.

B. Restart objectives and time – "continue saved game Y/N" to play a saved game press Y and follow instructions. N starts a new game – Objective 1-7 select from the list. Time 1-9. The number of hours to pickup is in 10's of hours e.g. 6 = 60 hours time to pick up.

C. Team Selection From 30 applicants choose 4 to accompany you – the team leader.
At this stage you will be aware of 1 skill per applicant. To find 2nd skill you will have to interview. This will take a full day and only 8 can be interviewed before mission commences.

When asked "interview" answer Y or N valid 2nd skill. Having selected your team of 4 the computer will create the adventure this takes about 1 minute.

D. 3 main scenarios Although there are 18 maps the majority of play will be around FOREST, COMPOUND, COMPLEX.

1 Forest – You are parachuted into the centre, close to the target area, the map will depict an impression as you move, this is NOT accurate.
Your position is shown by a flashing square. While in the forest beware of enemy patrols.
A key to the forest terrain is available by using "tf" command.

2 Compound – The entrance to the underground complex is in the centre of the compound and is constantly guarded.
The place is literally crawling with enemy personnel.
In danger 1-5, team leader is number 1.

3 Complex – The underground complex is a series of passages and rooms. The display shows what you can see plus areas you have failed to search. You cannot see round corners!!

Apart from the East and West edges there are no dead ends all passages lead somewhere.
There are 3 possible entrances and exits at the East and West edges. To exit use the "ou" command at these locations.
You can only exit by the way you entered apart from the MAIN entrance.

E. Time Time elapsed will constantly be displayed in hours and minutes. Different actions and skills use different amounts of time, and also varies with the scenario e.g. movement in the forest takes 20 minutes in the complex it takes 2 minutes.
Its up to you how much time you need but for excitement don't give yourself the maximum.

F. Actions/Skills Actions are shown in the reference table.
Only 3 skills may be used simultaneously.
The team leader is proficient in all skills.
BUT YOU CAN SELECT HIS SKILL USE ON 5 SEPARATE OCCASIONS.
Team skills are constantly displayed.
If you wish to use skills when instructed, this is done by the "su" command you will then be asked "SKILL TO USE" enter first 3 letters of the skill.
If one of your team has this skill it will be used until cancelled.
For leader skill you must "sc" when asked "SKILL TO USE" select "lea" then follow above procedure.
To cancel skill used; "sc" when asked then first 3 letters of skill.
To cancel leader skill you MUST enter "lea" and not the skill.
Note: To correct errors press z once or twice.
If you select "su" or "sc" in error, escape by keying in a skill which YOU DO NOT POSSESS in your team.
Skill use is cancelled in combat.

G. Combat When an enemy patrol enters 1 of the adjacent areas to the team, combat will normally occur. During combat your men will be shown at the bottom of the screen, number 1-5, team leader is number 1.
The enemy is deployed at the top.
For each of your men you must select an enemy target, then move each man 2 squares by using cursor keys (5-8) or 9 for no movement.
One hit causes a wound two hits death.
In order to hit a target there must be a clear line of sight. When hit the man will "flash" on and off.
After combat, a status report on your teams condition will be given with the "st" command.

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1 ▶ HARRIER ATTACK

© Durell

Loading Instructions Do not stop the recorder until the computer asks you to choose a skill level between 1 and 5 Level 1 is the easiest and 5 the most difficult.

Playing Instructions Your mission is to fly your Harrier over enemy territory to attack and destroy the enemy base and then return safely to your ship. To achieve this you have to take off from the ship and fly to the right, over the sea and the enemy positions, until you reach their base. You'll be under constant attack during the flight from enemy aircraft, rockets and ground-to-air missiles, plus flack from anti-aircraft guns. You may attack and destroy enemy targets (coloured black) with either bombs or rockets, but remember to leave enough in reserve to bomb the enemy base and then defend yourself during the return flight. Similarly it is important to leave enough fuel in your tanks to get back to the ship. Flying at about three-quarters speed gives maximum fuel economy. Flying at full speed, hovering or flying backwards burns up fuel rapidly. After bombing the enemy base you must return to the left to get back to your ship as flying past the base takes you out over a jungle. The game can be played either from the keyboard alone, or from joystick and keyboard combined. We recommend using the joystick and keyboard combined. When a Harrier a faster response. If a joystick is used it should be plugged into PORT 2.

Play Six games available are:–
1 player – put any ball in any pocket.
1 player – pocket the balls in order.
1 player – put each ball in its own pocket.
2 players – put each ball in its pocket and score the pocket.
2 players – mini pool – one player goes for the orange balls, the other for the black balls – the first ball down gives you your colour.
2 players – one player pots in order 1 to 6, other player pots in order 6 to 1.

The cue is represented by a '+'. Move it to required position using joystick or keys, press fire button to shoot. Power gauge in bottom right corner indicates strength of shot. Scores and fouls are controlled by your Computer. Joystick must be in port 2.

Keys Use four function keys to move left, right, up and down and space bar to fire.

Note To abort a game, press the RESTORE key – this will restart the game.

Score
Enemy building	1500
Enemy aircraft (forced to crash)	800
Enemy aircraft (shot down)	1000
Land-based weapons	200
Patrol boat	1000
Safe landing	1000

1 keep your leader safe.
2 There are at least 6 completely different routes into the Compound and Complex.
3 Be careful in the Compound and Complex these are high security areas.
4 Take great care in choosing your team, get the best balance of skills.
5 Remember your leader can use any of the 30 skills.
6 Use skills to the utmost-keep trying them and find out what they are capable of.

OBJECTIVES
1 Find location of the enemy compound and take photographs of it. You do not need to enter.
2 Find method of getting in and out of the Compound.
3 Find the method of getting in and out of the Complex.
4 Get samples of an experimental chemically based rocket fuel.
5 Get sample of viral agent.
6 Get details of the rocket guidance system.
7 Destroy the production area in the Complex.

Reference Table – Actions
mn, ms, me, mw, = move N, S, E, W, (North is always top) en = enter –a terrain, feature or vehicle (skills or equipment are sometimes used)
ou	get out
su	skill use
sc	skill cancel
eq	list of equipment found
se	search (not in caves)
ta	take (a piece of equipment)
hi	hide (you, not the equipment)
at	attack guards (forest only)
no	do nothing (short periods)
w	wait (long periods)
st	status report on the team
tf	terrain features in the forest
qu	quit the game

SKILLS Acr(obat) Act(or) Bio(logist) Cart(ographer) Che(mist) Ciph(ers) Cli(mber) Div(er) Doc(tor) Ele(tronics) Exp(losives) For(ger) Interrogator) Lea(der) Lin(guist) Loc(ksmith) Mec(hanic) Midget) Nav(igator) Pho(tographer) Phy(cisist) Pick(pocket) Pil(ot) Rad(io operator) Sap(per) Sco(ut) Sni(per) Str(ongman) Una(rmed combat) Veh(icles).

H. Saved Games You may save the current game. Enter "qu". You will be asked to save the game position, if yes enter Y and follow the instructions.

TIPS

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2 ▶ HUSTLER

© Bubblebus

Loading Turn computer on and insert tape. Ensure tape is rewound to start. Press and hold down shift key then press and release the run/stop key. Now release shift key and press 'play' on tape. Hustler will then be automatically loaded and run. Hustler is recorded on both sides of the tape.

Play Six games available are:–
1 player – put any ball in any pocket.
1 player – pocket the balls in order.
1 player – put each ball in its own pocket.
2 players – put each ball in its pocket and score the pocket.
2 players – mini pool – one player goes for the orange balls, the other for the black balls – the first ball down gives you your colour.
2 players – one player pots in order 1 to 6, other player pots in order 6 to 1.

The cue is represented by a '+'. Move it to required position using joystick or keys, press fire button to shoot. Power gauge in bottom right corner indicates strength of shot. Scores and fouls are controlled by your Computer. Joystick must be in port 2.

Controls
Joystick	Keyboard	Function
←	Z	fly left and accelerate
→	X	fly right and accelerate
↑	F5	higher (and take-off)
↓	F7	lower (and land)
fire	F3	bomb release
	C	slow down and fly backwards
space-bar	space-bar	fire rocket
RUN or CTRL or C =		eject

Controls can be used together to produce full flying effects. Try pressing Z,X and F7 together. You will need to develop clever flying techniques to evade the guided missiles.

Keys Use four function keys to move left, right, up and down and space bar to fire.

Note To abort a game, press the RESTORE key – this will restart the game.

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3 ▶ CHUCKIE EGG

© A n F

Arcade style game You have to collect 12 eggs and corn to finish the screen, but watch out, there are some nasty looking ducklings chasing you.

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4 ▶ SPACE PILOT

© Anirog

Ever dreamt of roaming the open skies, engaging in dog-fights with enemy fighters. Space Pilot with its breath-taking graphics will make that dream come true. There are five screens, starting with the bi-planes of 1919 and ending with the fighters of 2001, in this 60k blockbuster.

In each screen, 56 enemy craft intent on destroying you by shooting or bombing have to be shot down. A large craft of that era (Zepplin 1919) appears. Destruction of this craft transport you through time to the next screen. As you move up the sky, you may come across a squadron of enemy fighters. Destroy them for bonus points. You can also rescue the shot down pilots of your squadron parachuting down for bonus points.

You must survive five distinct historical periods.

Screen 1 – Year 1919 The age of the Bi-Plane. They are slower than your aircraft but can shoot and drop bombs. Finally a large Zepplin appears. Shooting down the Zepplin ends the World War I era.

Screen 2 – Year 1940 The age of Spitfires and Heinkels. They fly faster and fire more rapidly. You may also come across a small bomber. If you can hit it three times, you get a bonus of 1,500 points. At the end a large Junker appears, its destruction ends the World War II era.

Screen 3 – Year 1970 The age of the helicopter gunships. They fly as fast as you and launch rockets. The age is ended by the destruction of the large helicopter gunship.

Screen 4 – Year 1984 The jet age. The jet fighters are fast and highly manoeuverable. They carry a deadly arsenal of missiles. The jet age is ended by the destruction of the large jet fighters.

Screen 5 – Year 2001 The future. You are now engaged in a deadly dog-fight with super fast fighters with very special missiles. Your journey through time is completed with the destruction of the large enemy fighter.

Scoring In each period, you must shoot down 56 enemy fighters. Each enemy craft hit scores 100 points. Each bomb, rocket or missile destroyed scores 100 points. When 56 fighters have been destroyed, a large craft of that era appears. This craft must be destroyed by scoring five direct hits. Destruction of this craft ends the period and scores 3,000 points. You may be attacked by a squadron of six fighters. Destruction of the squadron gives a bonus of 2,000 points. In the first four screens, you can rescue parachutists. There are only three parachutists in each era. The first scores 1,000 points, the second 2,000 points and the third 3,000 points.

At 20,000 points and every 60,000 points thereafter, you get another fighter.

Controls Joystick – The joystick can be plugged in either port. Two joysticks can be used, one to steer the aircraft and the other to fire.

Keyboard – , Turns the aircraft left
; Turns the aircraft right
. A fire.
F7 can be used to freeze the game at any time. Press any key to restart the game.

5 ▶ SORCERER OF CLAYMORGUE CASTLE
© Adventure International

How an Adventure Works If you've never played an Adventure before, you're in for a real treat. Adventuring permits the player to move at will from location to location within the game 'environment' and to examine objects for clues that will help reach the objective of the game. For example, an Adventure might begin something like this:–

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by entering a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Let's try something basic. You type:–

OPEN DOOR
.... but the computer tells you in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?
GET BOX
.... and the computer responds with:

OK.

By saying 'OK', the computer has let you know that the command has been accepted and the box 'picked up'. Now that you're 'holding' the box, let's see if we can peek inside. You type:

PERUSE BOX
.... and the computer responds with:

SORRY, I DON'T UNDERSTAND WHAT YOU MEAN
This is your computer's way of letting you know that it didn't understand your command. Whenever this happens, it's usually safe to assume that a word has been entered that's not in the Computer's 120-plus-word vocabulary. The problem could stem from any one of several factors, including misspellings, typos, etc. Let's rephrase and try again. You type:

OPEN BOX
This time the computer understands and you are rewarded with the following response:

OK. INSIDE THERE IS A KEY AND RARE POSTAGE STAMP. Since we still want to exit the room, trying the key to unlock the door might be a good idea. The postage stamp might come in handy later, too, so you type:

GET KEY AND STAMP
But the computer responds:

SORRY, I CAN'T DO THAT ... YET!
Ah, yes – asking the computer to get both the key AND the stamp is most definitely a COMPOUND command, something that you computer can't understand. Try again, this time asking for the objects separately. You type:

GET KEY
.... and then:

GET STAMP
The computer will answer 'OK' each time and you will have what you need.

By 'getting' the key and the stamp, they are stored for later use as you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (GO DOOR), try the key in the lock (UNLOCK DOOR), and move down the hallway that's just outside (GO HALLWAY). You're on your way!

Some Helpful Words Although the vocabulary accepted by your computer is extensive, you may find the words listed below to be of great help as you set about your Adventure. Remember: These are just a few of the words available:

Climb	Examine	Leave	Move	Quit
Say	Drop	Go	Light	Quit
Read	Take	Enter	Help	Look
Push	Save	Hit		

One Letter Commands You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you wish to use and press RETURN.

V	Turn on/off optional Votrax speech unit
Z	Turn on/off Graphics mode
RETURN	Review text window
N,S,E,W,U,D.	Go North, South, East, West, Up or Down
I	Display Inventory of items on your person
L	Look

Graphics Mode On/Off If you are playing a version of Claymorgue Castle that features graphics, you may cancel the graphics if you so choose. Turning the graphics off speeds up play, so you may wish to proceed sans graphics while moving through familiar territory.

To cancel the graphics, press Z. Press Z again to restore the pictures to the screen.

Reviewing Text-Window (Graphics Versions Only) The text window continually updates as you move through the Adventure. Often, valuable clues appear in the text window, so you'll want to check this area often.

Press RETURN at any time during play to display the text window. Note: This feature is not available on Commodore versions.

Saving Your Adventure For Later Play An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type SAVE GAME at any time, the WHAT SHALL I DO? message appears on your screen. You will be asked to specify A, B, C, or D. This will allow you to assign a code letter to your game so that you might restore it at a later time.

To restore a save game, type LOAD GAME before you begin a new game. The computer will ask: DO YOU WISH TO RESTORE A SAVE GAME? Type YES, and type the correct code letter (A, B, C, or D). The Adventure will resume at the point which you saved it.
Note: Before you attempt to load or save a game, consult the loading instructions under your individual computer system as listed in this manual.

To end a game in progress, type QUIT. If you intend to continue the game later, be sure to save it before using this command.

Some Playing Tips Be sure to examine the items you find during your Adventure. Also, keep in mind that most problems and solution require no more than common sense to solve: special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

If you get stuck, type HELP and press RETURN. You may or may not receive assistance, depending on what you are carrying, where you are at, and a number of other factors. Too, be careful about making assumptions – they can be fatal!

Here is a sample to show you how you can save hours of frustration while you are having fun solving the adventure.

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

1. Can not get in the castle?
   39 165
2. More help for above problem.
   116 99 32 53 205 1 116
3. Solution to above problem.
   5 190 53

Dictionary

1	WOULD
5	CAST
32	ANY
39	TAKE
53	SPELL
99	WHAT
116	DO
165	INVENTORY
190	SEED
205	CASTER

COMMODORE 64/128 COMPATIBLE

▶ AS SEEN ON TV

10 COMPUTER hits
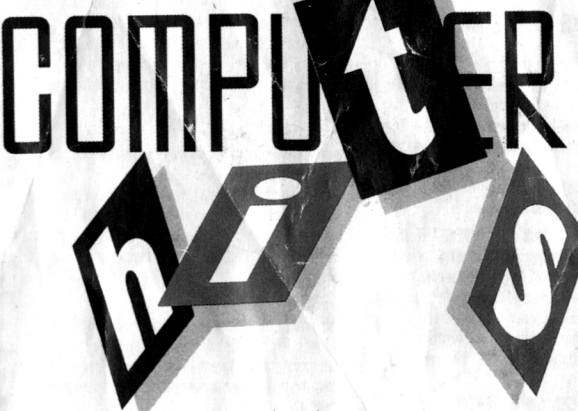
1	BRIAN JACKS SUPERSTAR *Martech*		6	HARRIER ATTACK *Durell*
2	ANCIPITAL *Llamasoft*		7	HUSTLER *Bubblebus*
3	SEASIDE SPECIAL *Taskset*		8	CHUCKIE EGG *A n F*
4	JINN GENIE *Micromega*		9	SPACE PILOT *Anirog*
5	SPECIAL OPERATIONS *Lothlorien*		10	SORCERER OF CLAYMORGUE CASTLE *Adventure International*

All programmes are duplicated on both sides of tape

▶ **10 ORIGINAL HIT GAMES**